

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (previously presented): A gaming device comprising:

a game including:

(i) a plurality of offers, wherein said plurality of offers are payable to a player, and

(ii) a plurality of player selectable masked selections;

a display device;

an input device;

a memory device storing a plurality of instructions; and

a processor adapted to communicate with the display device and the input device, said processor operable to execute said instructions to operate with said display device and said input device, for each play of the game, to:

(a) directly and individually associate said offers with said selections, such that each offer is directly and individually associated with a separate one of the selections,

(b) enable the player to select one of said selections,

(c) reveal the offer directly and individually associated with the selected selection to the player,

(d) enable the player to accept or reject the revealed offer,

(e) repeat steps (a) to (d) at least once if said player rejects said revealed offer, wherein if the player rejects said revealed offer, for said repeat of step (a) said revealed offer is directly and individually reassigned with one of said masked selections for at least one subsequent selection by the player; and

(f) if the player accepts said revealed offer, pay said revealed offer to the player.

Claim 2 (previously presented): The gaming device of Claim 1, wherein said plurality of offers are randomly selected from at least one pool of offers.

Claim 3 (previously presented): The gaming device of Claim 1, wherein said processor is adapted to randomly determine the offer associated with each selection.

Claim 4 (previously presented): The gaming device of Claim 1, wherein the number of offers is equal to the number of selections.

Claim 5 (previously presented): The gaming device of Claim 1, wherein the number of offers is greater than the number of selections.

Claims 6 and 7 (cancelled).

Claim 8 (previously presented): The gaming device of Claim 1, wherein said processor is adapted to reassociate each of said offers with said selections after the player has rejected a preset number of revealed offers.

Claims 9 and 10 (cancelled).

Claim 11 (previously presented): A gaming device having a game comprising:

a plurality of values, wherein each of said values is greater than zero;

a plurality of player selectable selections;

a display device;

a processor which communicates with said display device, associates said values with said selections wherein each selection is associated with one of said values, displays to a player the association between at least one of the values associated with one of the selections and said selection, causes the display device to display a rearrangement of the selectable selections in a manner discernable by the player prior to the player's selection of one of the selectable selections, wherein after the rearrangement of the selectable selections on the display, each selection remains associated with said previously associated value, enables the player to select one of the selections, and provides the player the value associated with the selected selection.

Claim 12 (original): The gaming device of Claim 11, wherein said processor causes the display device to reveal the values associated with non-chosen selections.

Claim 13 (previously presented): The gaming device of Claim 11, wherein said processor causes the display device to reveal the maximum value associated with said selections prior to enabling the player to select one of said selections.

Claim 14 (previously presented): The gaming device of Claim 11, wherein said processor causes the display device to reveal the minimum value associated with said selections prior to enabling the player to select one of said selections.

Claim 15 (previously presented): The gaming device of Claim 11, wherein said processor randomly determines which value associated with said selections to reveal to the player prior to enabling the player to select one of said selections.

Claim 16 (previously presented): The gaming device of Claim 11, wherein said processor causes the display device to reveal a plurality but not all of values associated with said selections prior to enabling the player to select one of said selections.

Claim 17 (previously presented): The gaming device of Claim 11, which includes means for enabling the player to cause the processor to re-reveal a revealed value associated with said selections prior to enabling the player to select one of said selections.

Claim 18 (previously presented): A method for operating a game of a gaming device, said method comprising, for each play of the game, the steps of:

- (a) triggering a play of the game;
- (b) directly and individually associating a plurality of offers with a plurality of selections, such that each offer is directly and individually associated with a separate one of the selections, wherein said plurality of offers are each payable to a player;
- (c) displaying said plurality of selections;
- (d) revealing one of said offers directly and individually associated with one of said selections to the player;
- (e) enabling the player to pick one of the selections;
- (f) revealing said offer directly and individually associated with said picked selection to the player;
- (g) enabling the player to accept or reject said revealed offer;
- (h) providing the offer to the player if the player accepts said offer or if the offer is a last offer; and
- (i) repeating steps (b) through (h) if the player rejects said offer and the offer is not the last offer, wherein if the player rejects said revealed offer, for said repeat of step (b) said revealed offer is directly and individually reassigned with one of said selections for at least one subsequent selection by the player.

Claim 19 (canceled).

Claim 20 (previously presented): The method of Claim 18, wherein the offer revealed to the player is the maximum offer.

Claim 21 (previously presented): A method for operating a game of a gaming device, said method comprising the steps of:

- (a) triggering the game;
- (b) associating a plurality of values with a plurality of selections, wherein each of said values is greater than zero and each selection is associated with one of said values ;
- (c) displaying said plurality of selections;
- (d) revealing one of said values associated with one of said selections to the player;
- (e) displaying a rearrangement of the selections in a manner discernable by a player prior to the player's pick of one of the selections, wherein after the rearrangement of the selections, each selection remains associated with said previously associated value;
- (f) enabling the player to pick one of the selections; and
- (g) communicating said value associated with said picked selection to the player.

Claim 22 (previously presented): A gaming device operable under control of a processor, said gaming device comprising:

a game controlled by the processor;
a plurality of offers in the game, wherein each of said offers is greater than zero and payable to a player;
a plurality of player selectable selections in the game; and
a display device operable to display the game;

wherein said processor is programmed to operate with the display device to control a play of the game by:

- (a) directly associating said offers with said selections, wherein each selection is associated with one of said offers;
- (b) enabling the player to select one of said selections;
- (c) revealing the offer associated with the selected selection;
- (d) enabling the player to accept or reject the revealed offer;
- (e) if the player accepts the revealed offer, providing the revealed offer to the player;
- (f) if the player rejects the revealed offer, causing the display device to display a rearrangement of the selectable selections in a manner discernable by the player prior to the player's subsequent selection of one of the selectable selections, wherein after the rearrangement of the selectable selections by the display device, each selection remains associated with said previously associated offer;
- (g) enabling the player to pick one of the selections; and
- (h) providing the player the offer associated with the picked selection.